

Progress Reporting and Review NASA Kennedy Space Center Exploration Systems Analysis and Technology Assessment Project Launch & Landing Effects Ground Operations “LLEGO” Model

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Edgar Zapata
NASA Kennedy Space Center
321-867-6234

Alex Ruiz-Torres Ph.D
Blue Frog Technologies Inc.
915-307-1323





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- Ground Operations Modeling, Background
 - Data
- Methodology & General Structure of the LLEGO Model
 - Description of Influences
- Relation to Other Projects
 - Past Applications Development
- Definitions including Rules-of-thumb, Assumptions, Key Metrics, & Equations, more detail



Purpose of this Briefing

- ◆ **Inform the KSC operations and development community on a capability for enhanced understanding of recurring space transportation system ground operations via data, modeling and analysis**
- ◆ **Obtain feedback toward making the capability as relevant as possible for KSC in support of the Constellation (Cx) program**
- ◆ **Present a Use Case**
 - Provide support as added insight internal to local KSC Cx Ground Operations Element (GOE) processes that provide such figures of merit up the chain



Context

“All research projects undertaken by the NACA sought to compile fundamental aeronautical knowledge applicable to all flight, rather than working on a specific type of aircraft design, because that looked too much like catering to a particular aeronautical firm.”

The First Century of Flight: NACA/NASA Contributions to Aeronautics

<http://teacherlink.ed.usu.edu/tlnasa/pictures/poster/FirstCenturyofFlight.pdf>



Goal of this Project – Analysis for Strategic Areas, Relationships, & Drivers

- ◆ **Use Case 1 “loading”:** Given, first, only Ground Operations contractor direct hands-on work content (derived elsewhere) for a specific flight hardware element (such as a CEV, a 2nd stage, etc), second, a launch demand, and third, a target time to fit that elements work into, output the rest of the KSC effects including the rest of the Ground Operations contractor, sub-contractors to the Ground Operations contractor, civil service, center management and operations and base infrastructure costs....by...

- 1a: Extrapolating past effects, assuming “business as usual” (BAU) ← – – – –
- 1b: Extrapolating new effects, business with operational & supply chain improvements

- ◆ **Use Case 2 “root causes”:** Given / inputting the flight and ground system description by sub-systems, allow the model to calculate & adjust already co-related data, to calculate the value of Ground Operations contractor direct hands-on work content associated with each flight hardware element of the architecture...and...

- 2a: Use as is, no further analysis, to understand Ground Operations direct hands-on labor
- 2b: Study what-if operability changes to the design affecting 2a
- 2c: Use as a starting point for total cost via Use Case 1a or 1b ← – – – –

Simplest
calculation
and use
case

Most
complex
calculation
and use
case



The Team & Acknowledgements

◆ NASA Kennedy Space Center

- Edgar Zapata, Principal Investigator & COTR, KSC
- Mike Galluzzi, Shuttle Program Office, Supply Chain Manager

◆ Blue Frog Technologies Inc. TX

- Dr. Alex Ruiz-Torres, Lead Investigator and Integrator
- Dr. Kazuo Nakatani, Systems Analyst

◆ **Acknowledgements: This project was funded by ESMD Level 1 as part of the ESR&T area**

- Doug Craig, ESMD Directorate Integration Office (DIO)
- Pat Troutman, LaRC and Bill Cirillo, LaRC leads Explorations Systems Analysis and Technology Assessment area "11B" from ESAS



Ground Operations Modeling, Background

Differences from Non-Recurring Type Parametric Estimation

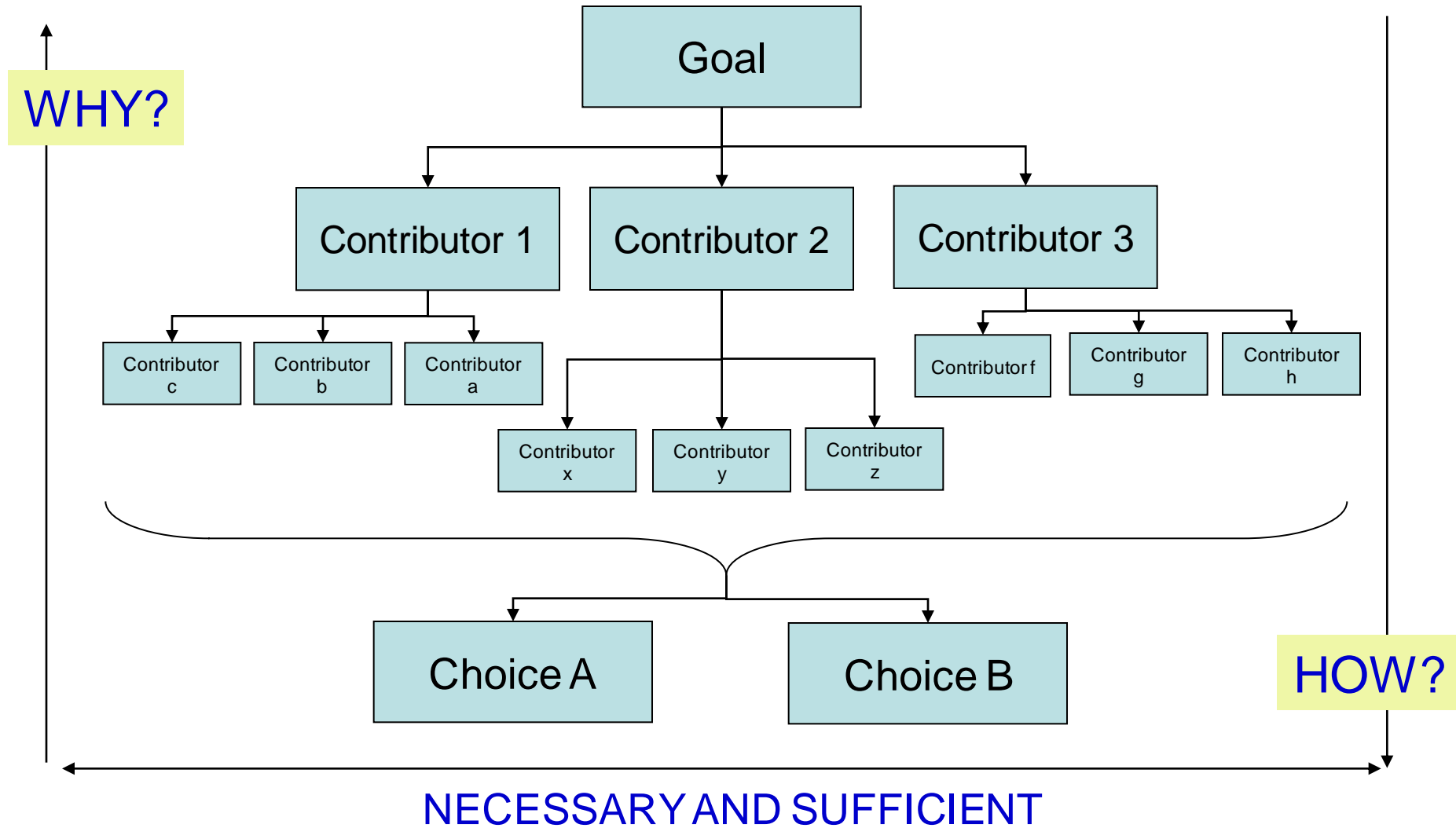
- ◆ Ground Operations Modeling for Human Space Flight systems
 - Has not and is not evolving as a weight based nor parametric data driven science
 - Diverges significantly in method from NAFCOM type Spaceflight Hardware DDT&E and Production cost models
 - Supporting *data has emerged slowly; understanding and community agreement on use, applicability and significance still evolving
 - Not an area heavily invested in due to agency emphasis on near term budgets
 - New development takes years, leaving ops in the out-years
 - By the time ops is near-term, critical past decisions are irreversible

*Re. backup for data sources.



Ground Operations Modeling, Background

Hierarchy of Goals for Decision Making





Ground Operations Modeling, Background

Model Method & Influence Factors

◆ Complexity:

- What is it? How much of it?

◆ Reliability:

- Did it fail during a test? How confident am I that it won't fail when needed?

◆ Operations & Supply Chain Management:

- What did we do with it?
- What is the design of the organizations that support & operate it?

◆ *Demand:

- How much of this does anyone want? At what price?



Ground Operations Modeling, Background

Model Method & Influence Factors

◆ Definitions: Influence factors freed from root causes

• Complexity

- **Factors:** Number of stages, number of sub-systems, types of fluids, mission requirements such as number of flights, number of in-space operations, a technology choice that is more or less operable, a design more or less accessible.
 - Re. also Maintainability, Availability.

• Reliability

- **Factors:** The reliability, the margin, the design life – ultimately the quality of our product and the customer confidence in the product. Is loss of vehicle 1 in 100 or 1 in 1000? Affected heavily by quality.
 - Re. also Dependability, Variance, Confidence, Availability, Reusability.

• Operation & Supply Chain Management

- **Factors:** Processing the system. Is this a lean organization, with few process steps? A modern Supply Chain and modern systems? Or a set of manual, duplicative and labor intensive processes? American Airlines at 10 cents a passenger mile...or a low-cost airline at 7 cents a passenger mile? (Both get you there, identical technology, one goes bankrupt).
 - Re. Business processes (organizational), information technology (I/T) systems (examples: work control, logistics) and operational processes (example: horizontal vs. vertical processing).

• *Demand & Economics

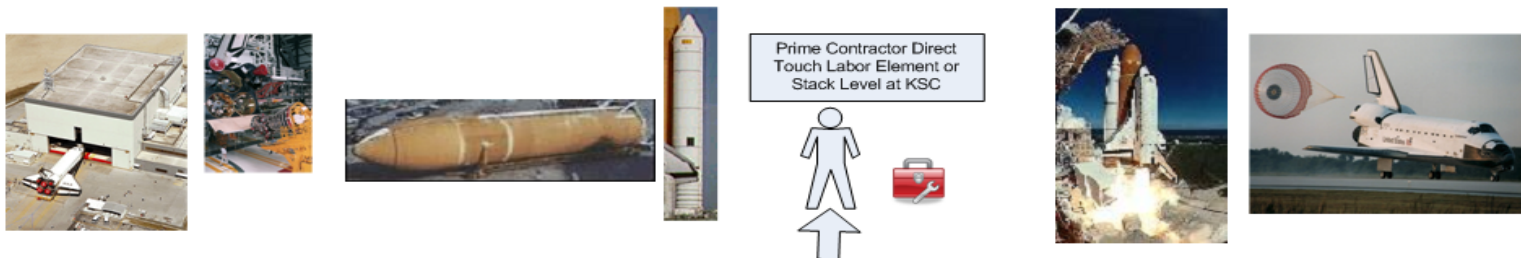
- **Factors:** Variance increases as production rate decreases, inevitably being a driver in low volume production, assembly or services, by limiting the dependability, quality or learning possible or targeted in the operation.
 - Re. Uneconomical order quantities, reliability, confidence, monopoly behaviors, captive markets



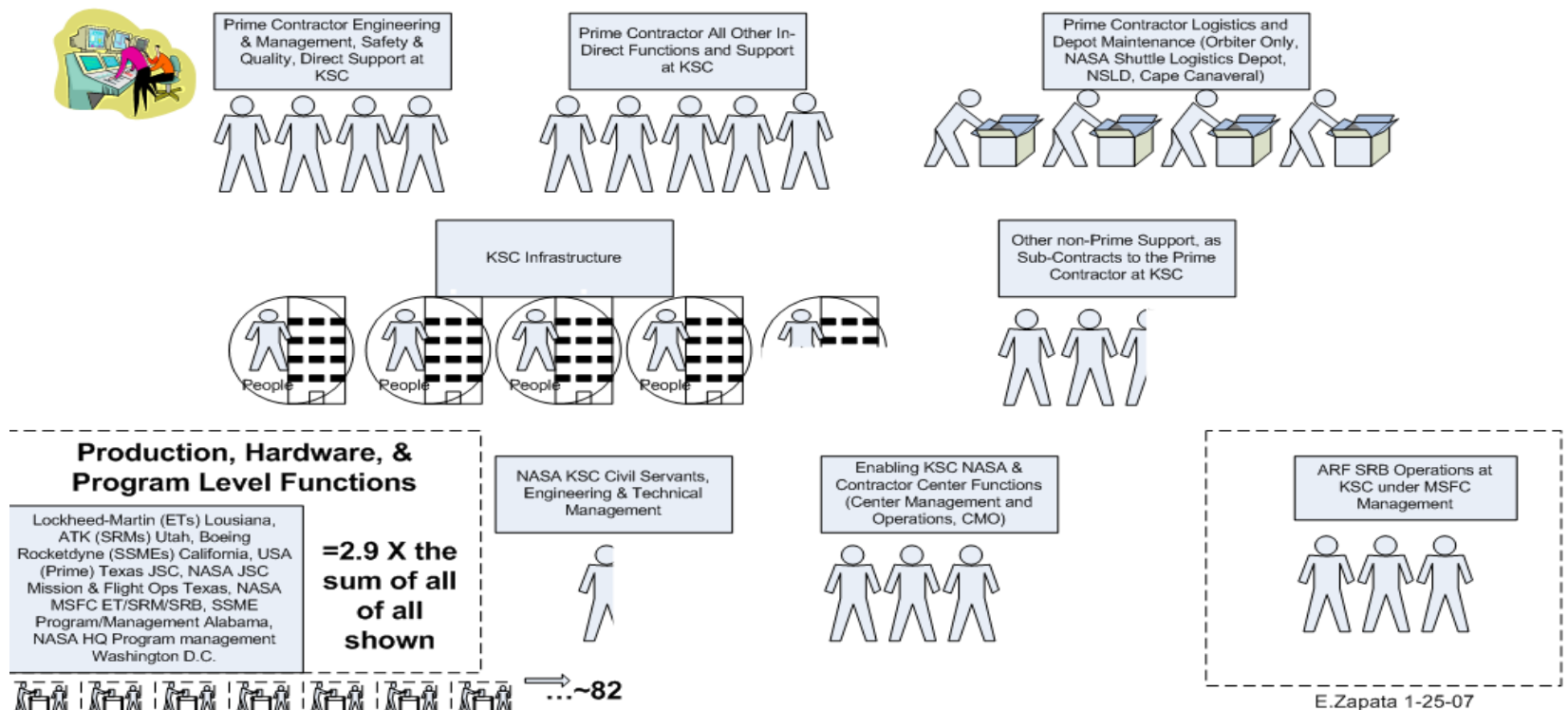
Ground Operations Modeling, Background

Scope: Recurring Ground Operations

The Current Human Space Flight Launch & Landing Operational Supply Chain



Each hour of technician labor (or each "hand's on" person) in order to perform the work, requires...

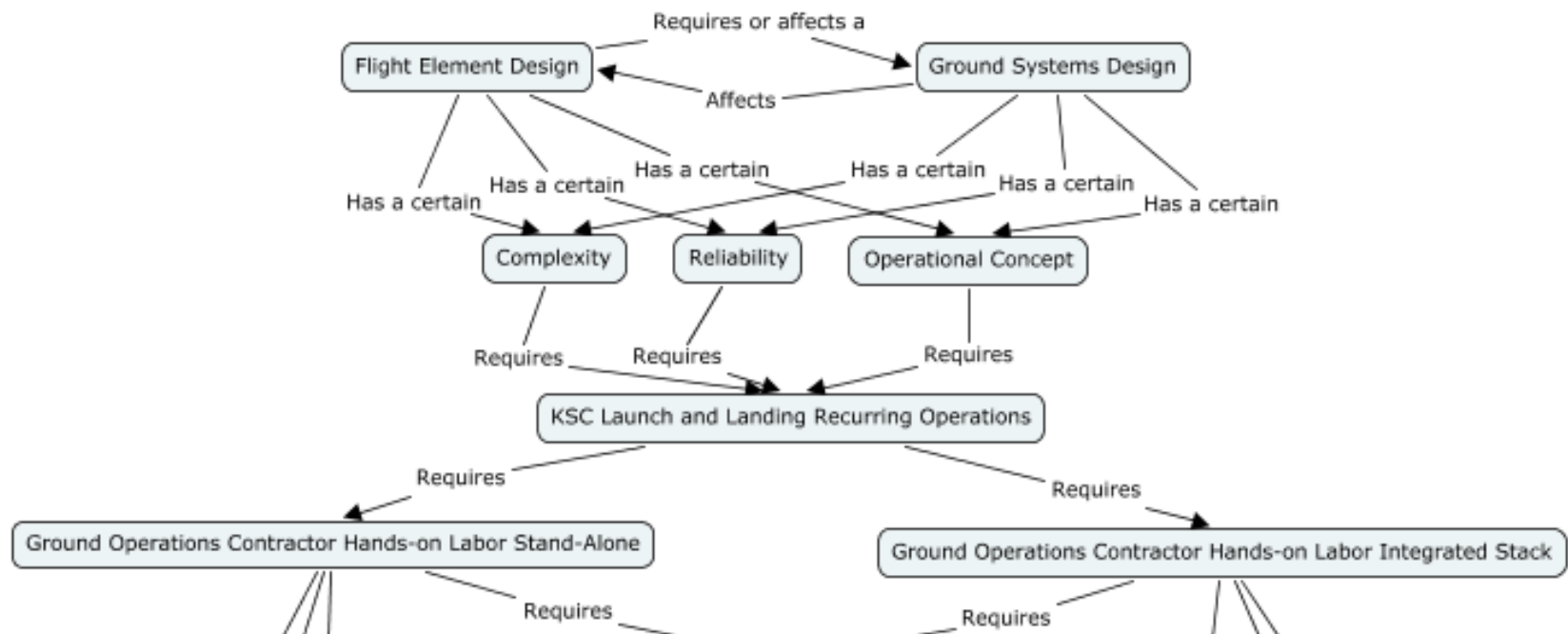






Methodology & General Structure of the Model

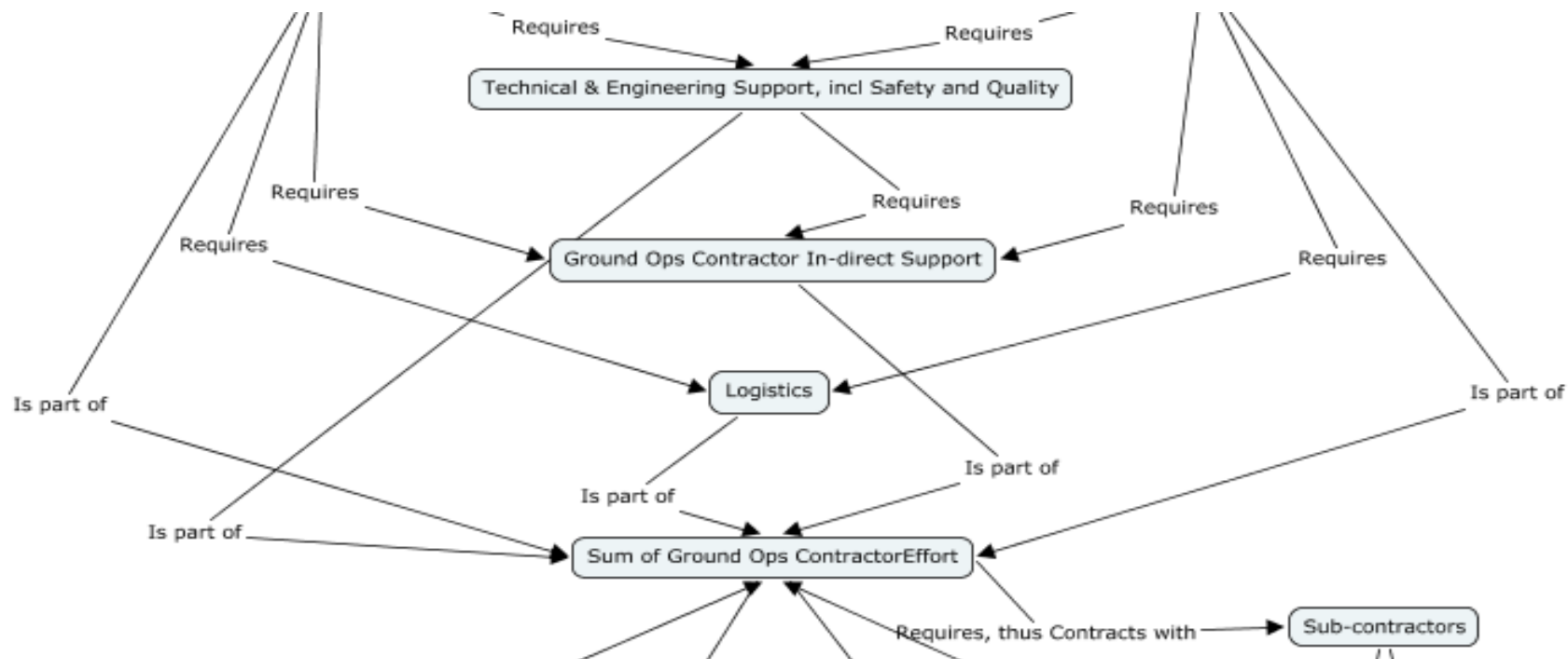
Concept Map 1 of 3





Methodology & General Structure of the Model

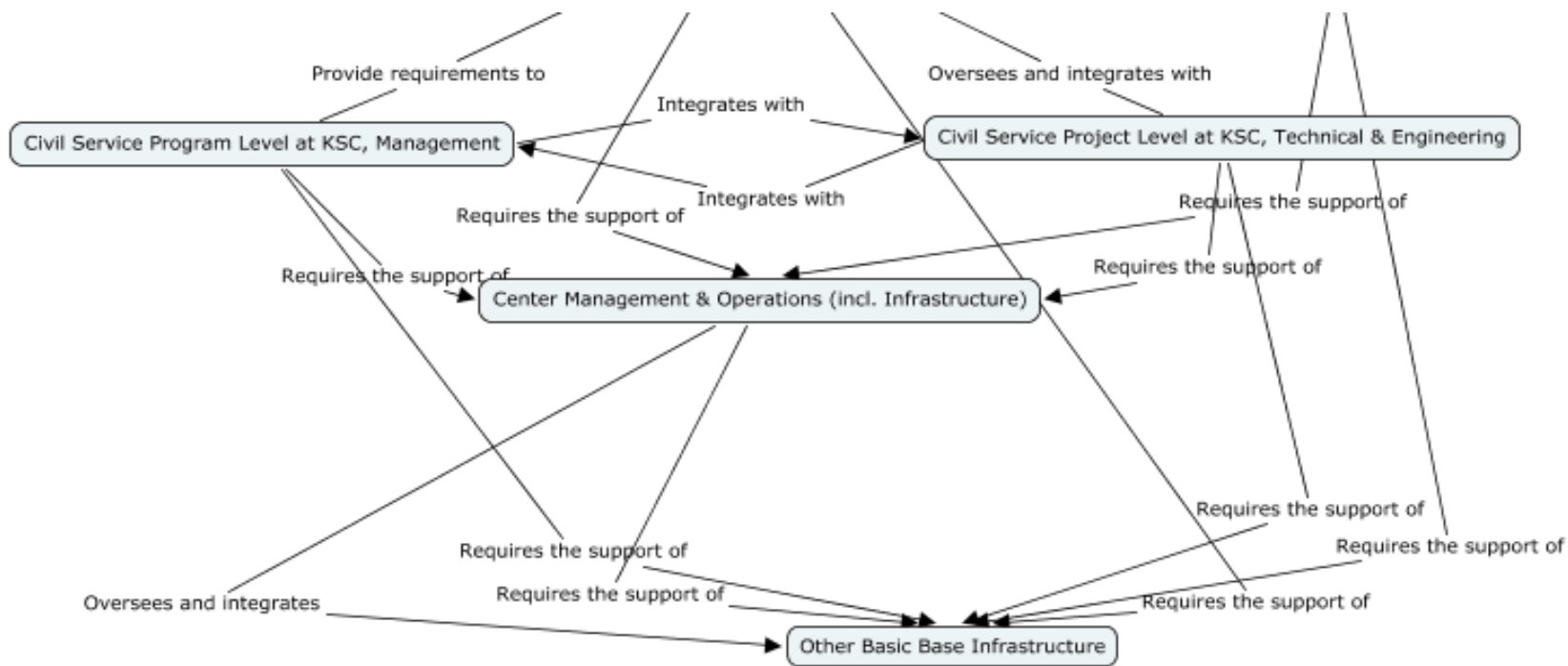
Concept Map 2 of 3





Methodology & General Structure of the Model

Concept Map 3 of 3





Methodology & General Structure of the Model

Labor-hours Relationship to Time & Productivity

Given, or calculated previously using the tool, an amount of effort, in units of labor-hrs:

AND

- 1) Entering shifts
- 2) Entering workforce / shift
- 3) A target launches / year

Then, output is the actual hours that will be expensed, and the time to accomplish that process (standalone or integrated), as well as the numbers of crews that are *consistent* with these inputs & outputs.

General Inputs and Approaches to FHE Definition

FHE Name: STS Orbiter Baseline Reusable?: Yes
Type: Orbiter, Reusable-type Notes: This is the baseline from SAGE

Approach to Operations and Supply Chain Management

Approach	Practices
Standalone	'Baseline' Practices
Integrated	'Baseline' Practices
Government	'Baseline' Practices

Approach to Complexity & Reliability, Flight Hardware Element Design

Detailed Definition Detailed Subsystems

Resource Management Inputs

	Standalone	Integrated
Work hours per week (Shifts per week)	80 h/w (2 shift)	80 h/w (2 shift)
Workforce/Shift	64	60

update

Single FHE Labor and Duration Estimates

	Standalone	Integrated
Baseline Touch Hours (per flow)	91,765	32,393
Baseline Touch Hours (Yr.) for Launch Rate Capability Desired	632,263	223,189
Parallel Crew Ops, No. of Flight Hardware Elements in Flow	3	1
Estimated Labor Effort (Hours)	800,914 (79%)	250,286 (89%)
Estimated Duration, Each Flow (Calendar Days)	125	47

Apply/ Return to Main Page

- The user explores the final operational workforce with a logic similar to that a contractor may employ
- Current STS workforce realistically calculates this way.



Software-LLEGO-Launch & Landing Effects Ground Ops Model

Simplest Use Case

Simplest use case – entering hands-on effort, calculate for the user the rest of the KSC picture, assuming business as usual relationships.

LLEGO (FHE Definition)

General Inputs and Approaches to FHE Definition

FHE Name: Reusable?:

Type: Notes:

Approach to Operations and Supply Chain Management

Standalone

Integrated

Government

Approach to Complexity & Reliability, Flight Hardware Element Design

Standalone Hands-on Labor Hours

Integrated Hands-on Labor Hours

Resource Management Inputs

Work hours per week (Shifts per week)

Workforce/Shift

Single FHE Labor and Duration Estimates

	Standalone	Integrated
Baseline Touch Hours (per flow)	<input type="text" value="20,000"/>	<input type="text" value="7,060"/>
Baseline Touch Hours (Yr.) for Launch Rate Capability Desired	<input type="text" value="137,800"/>	<input type="text" value="48,643"/>
Parallel Crew Ops, No. of Flight Hardware Elements in Flow	<input type="text" value="3"/>	<input type="text" value="1"/>
Estimated Labor Effort (Hours)	<input type="text" value="150,171 (92%)"/>	<input type="text" value="166,857 (29%)"/>
Estimated Duration, Each Flow (Calendar Days)	<input type="text" value="146"/>	<input type="text" value="15"/>



Software-LLEGO-Launch & Landing Effects Ground Ops Model

Most Complex Use Case

Most complex use case: Characterizing & inputting flight hardware elements, AND choosing business & supply chain practices that are other than business as usual, & constraining fixed resources to a target (i.e. single string, etc) calculate the hands-on effort, and all other support and in-direct costs, outputting the total launch and landing cost.

General Information

FHE Name: **Crewed Capsule**

Type: **Apply/ Return to FHE Definition Page**

Approach Supply Chain

Approach Flight Hardware

Resource Management

Work hours

Workforce/Support

Single Flight

Baseline Time

Baseline Time Capability

Parallel Capabilities in Flow

Estimated

Estimated

LLEGO (Detailed Subsystems Definition)

Avionics

- Guidance, Comm. & Control
- Payload
 - Payload, Cargo and/or Equipment
- Propulsion
 - On-Orbit Propulsion-RCS 15 Aft 3 Fwd**
- Protection

On-Orbit Propulsion

Name: **On-Orbit Propulsion-RCS 15 Aft 3 Fwd**

Type: **RCS**

Reliability: **~0.999 (STS OMS / RCS ranges)**

Connectors: **(STS-like) Diverse aerospace fittings.**

Thrust Vector Control / Actuation: **Electric Actuated / Solenoids**

Installation / Removal / Closeout Approach: **STS-like**

Number of: **18**

Vacuum-Thrust @ 100% in Klbm: **160**

Buttons: Add, Copy, Delete, Expand Tree, Collapse Tree

Legend: M* = Missing information, T* = Not supported by FHE Type

Buttons: Finish, Keep Edits



Demo (steps shown)

- ◆ References
- ◆ Open
- ◆ STS - Summary-Perspective is all KSC Space transportation, minus ARF, but that is up ahead
- ◆ Other reports > go thru all...these are specific parts of the summary
- ◆ Last report “times”? Why time emphasis?
- ◆ i.e. Back to “Main”
- ◆ To Orbiter, 125 days vs. 80 days, cleaned up data vs. reality (issue), average vs. real variance (issue)
- ◆ Close
- ◆ Open Orion Ares I direct calc r5 6LPY – emphasis on caveats – evolving
 - Definitions between all KSC vs. just GOE will soon have dedicated reports...not include CMO, base infrastructure
- ◆ On that note...over to “Architecture Compare”
 - Load prior plus STS
- ◆ On that note...over to “Main” – “Open” “Orion Ares I direct calc r5a GOEs4” – **Emphasize, just a scenario**
- ◆ Over to “Main” – blank – FHE features...import CapsuleB.fhe
- ◆ Over to “Orion Ares I direct calc r5 6 LPY”... “Summary”
- ◆ Import “CEV in O&C” practices-emphasize, still in sensitivity study phase, soon to be some analysis coming forth...Show change in results...
- ◆ All this has been “direct calculation”...simple use cases, Back to STS...Open...Detailed Definition...more complex use cases
- ◆ Over to “Scenario Analyzer”
- ◆ Over to “Slider”
- ◆ Emphasize...more reports evolving...benefit of Excel structure
- ◆ Back to charts





Demo (Webex) or Screen-shots

Skip Screen Shots



Demo-Starting Point

A	B	C	D	E	F	G	H
1	 Launch and Landing Effects Ground Operations (LLEGO) Model 						
2	Save As Save New Open Architecture Compare Scenarios Flight Hardware Element Model Ground Ops/Supply Chain Mgt. Model						
3	Launch Rate Desired & Other Parameters Summary Ground Ops Contractor & Subs Civil Service, CMO & Infrastructure Summary Times About & Disclaimer References						
4	Version 08-03-07: Non-Government Version						
5	Filename: new						
6	Architecture Name: <input type="text"/>						
7	Description/ Notes: <input type="text"/>						
8	LLEGO Messages <input type="button" value="Reset"/>						
9	<div>Starting a new file? Go to 'Right Hardware Element Model' and use -New-, and select a type, or -Import-, and seek *.fle files.</div>						



Demo-Click Button “References”

Launch and Landing Effects Ground Operations (LLEGO) Model				
Supporting Data				
File Name	Description	Notes & Caveats	Keywords & Links: **Links Jump Directly to the Cell of Interest**	
02 DB2 H0R2 VERT MODEL.xls	This data is from the USA Shop Floor Control system, similar to the data published in the Morris work below which is public. It covers technicians, engineering, quality and other support that accomplishes work on the Space Shuttle according to categories assembled for this perspective from standalone processing through launch. Also has graphs agregating some of the data.	Only one data point, highly manipulated. Missing components of work such as offline TPS, OMS/RCS / Hypergolic HMF work, and SSME shop work.	Orbiter Technician	ET Technician
			Orbiter Direct Support (Engineering, quality, etc)	ET Direct Support (Engineering, quality, etc)
				SRB Technician
				SRB Direct Support (Engineering, quality, etc)
Morris OPF Direct Labor Data LLEGO cats r1.xls	This file in Excel also has an embedded .pdf to the original AIAA paper published by Morris. The data is Shop Floor Control data (i.e. timecard “like”) for the Space Shuttle, and should be interpreted as mostly if not all technician with an emphasis on Orbiter and on stand-alone processing (aka OPF). This version maps such data to LLEGO like breakdown structures.	Data source limits mean missing some components of work such as offline TPS, OMS/RCS / Hypergolic HMF work, and SSME shop work.	AIAA Paper	Scheduled Work Content
			Labor hours, tasks, sub-systems	Unscheduled Work Content

Links to source data, more .xls, jpg. etc



Demo- “Open” “Space Shuttle DetailCalc r2.far”

Launch and Landing Effects Ground Operations (LLEGO) Model		blue frog technologies	
Save As Save New Open Architecture Compare Scenarios Flight Hardware Element Model Ground Ops/Supply Chain Mgt. Model			
Launch Rate Desired & Other Parameters	Summary	Ground Ops Contractor & Subs	Civil Service, CMO & Infrastructure
Version 08-03-07: Non-Government Version			
Filename: Space Shuttle DetailCalc r2		LLEGO Messages	
Architecture Name: Space Shuttle Baseline		No Errors Found.	
Description/ Notes: Orbiter using subsystems definition method on all flight elements			
Defined Flight Hardware Elements:			
STS ET Baseline		STS RSRM/RSRB Baseline Pair	
STS Orbiter Baseline			



Demo- "Summary" report (STS loaded)

<div> <div>Summary</div> <div>Ground Ops Contractors & Subs</div> <div>Civil Service, CPO & Infrastructure</div> <div>Summary</div> <div>Times</div> <div>Main Page</div> </div>				
FHE Name	STS ET Baseline	STS RSRM/RSRB Baseline Pair	STS Orbiter Baseline	Summary
Type of FHE	External Tank, disposable-type	Solid Rocket Motor / Booster, Reusable-type	Orbiter, Reusable-type	
Ground Ops Contractor.				
Standalone Labor Effort / Flt. (hours)	3,725	8,000	91,765	
Integrated Labor Effort / Flt.(hours)	1,315	2,824	32,393	
Total Effort/ Flt. (hours)	5,040	10,824	124,158	140,022
Flight Rate	6.89	6.89	6.89	
Total Effort/ Yr. (hours)	34,725	74,577	855,451	964,754
Total Direct Workforce (workers)	19	38	504	561
Total Available Works Hours	39,629	79,257	1,051,200	
Utilization Level for Ground Operations Contracts (%)	88%	94%	81%	
Total Direct Support Workforce (# workers)	60	120	1,593	1,773
Total Indirect Support Workforce (# workers)	80	160	2,120	2,360
Total Ground Operations Contractors Workforce (# workers)	159	318	4,217	4,694
Per Worker Rate (\$/Yr.)	\$102,000	\$102,000	\$102,000	
Total Ground Operations Contractors Workforce Costs / Yr.	\$16,222,080	\$32,444,160	\$430,097,284	\$478,763,525
Total Logistics Costs / Yr.			\$136,939,441	\$136,939,441
Total Ground Ops Contractor Costs / Yr.	\$16,222,080	\$32,444,160	\$567,036,726	\$615,702,966
Sub-contractors to Standalone Ground Ops Contractor Rate	18.4%	18.4%	18.4%	
Sub-contractors to Standalone Ground Ops Contractor, Costs / Yr.	\$2,047,878	\$4,402,149	\$78,939,650	
Sub-contractors to Integrated Ground Ops Contractor Rate	18.4%	18.4%	18.4%	
Sub-contractors to Integrated Ground Ops Contractor, Costs / Yr.	\$937,954	\$1,569,514	\$25,428,982	
Total Sub-contractors to Ground Ops Contractor, Costs / Yr.	\$2,985,832	\$5,971,664	\$104,368,632	\$113,326,127
Civil Servants Rate (to all other costs)	9.9%	9.9%	9.9%	
Civil Servants Costs / Yr.	\$1,896,244	\$3,792,488	\$66,282,497	\$71,971,229
Center Mgmt and Operations Rate	32.7%	32.7%	32.7%	
Center Mgmt and Operations Costs / Yr.	\$6,892,339	\$13,784,680	\$240,919,152	\$261,596,171
Other Base Infrastructure Rate	18.4%	18.4%	18.4%	
Other Base Infrastructure Costs / Yr.	\$5,153,961	\$10,307,922	\$180,154,771	\$195,616,654
Total Costs / Yr.	\$33,150,456	\$66,300,914	\$1,158,761,778	\$1,258,213,147



Demo-Times...

LLEGO (FHE Definition)

General Inputs and Approaches to FHE Definition

FHE Name: Reusable?

Type: Notes:

Approach to Operations and Supply Chain Management

Standalone

Integrated

Government

Approach to Complexity & Reliability, Flight Hardware Element Design

Resource Management Inputs

Work hours per week (Shifts per week) *Standalone* *Integrated*

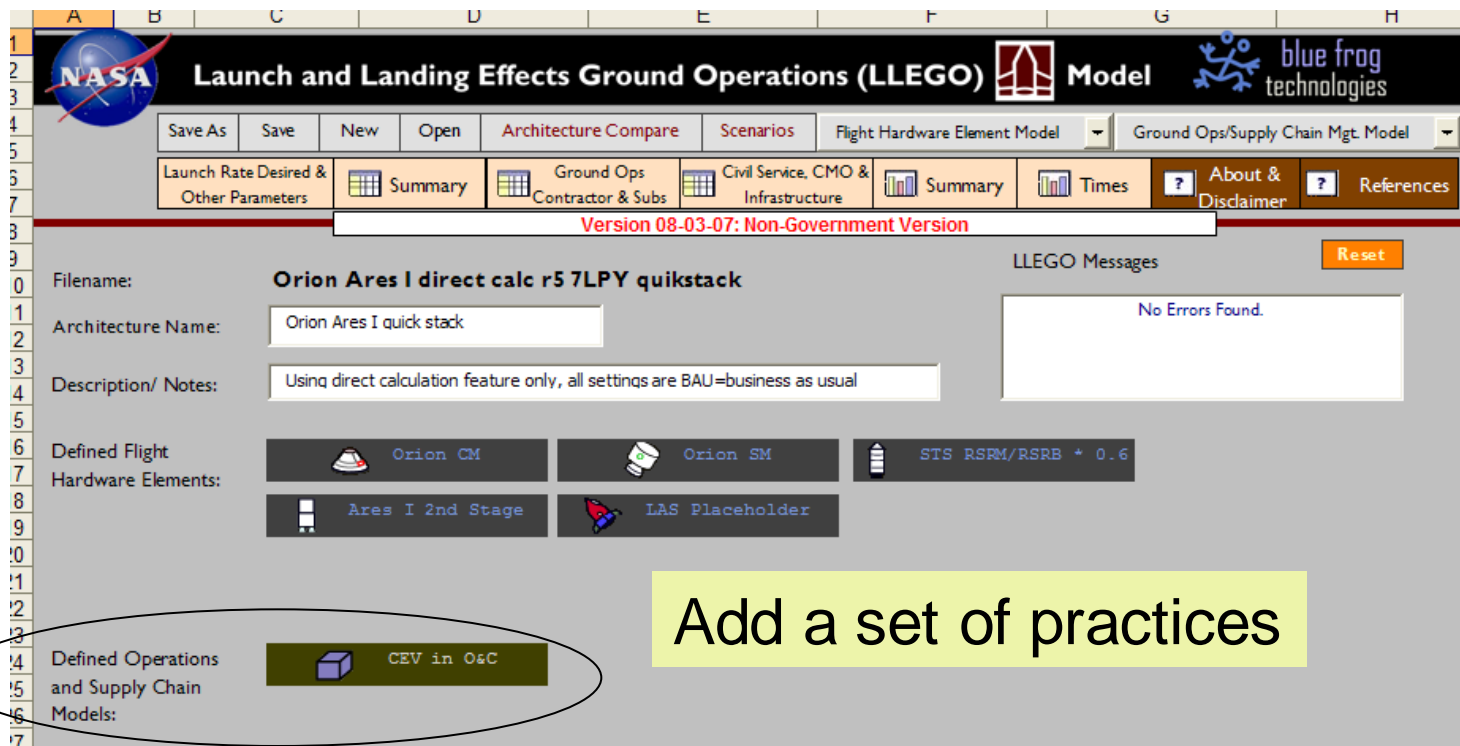
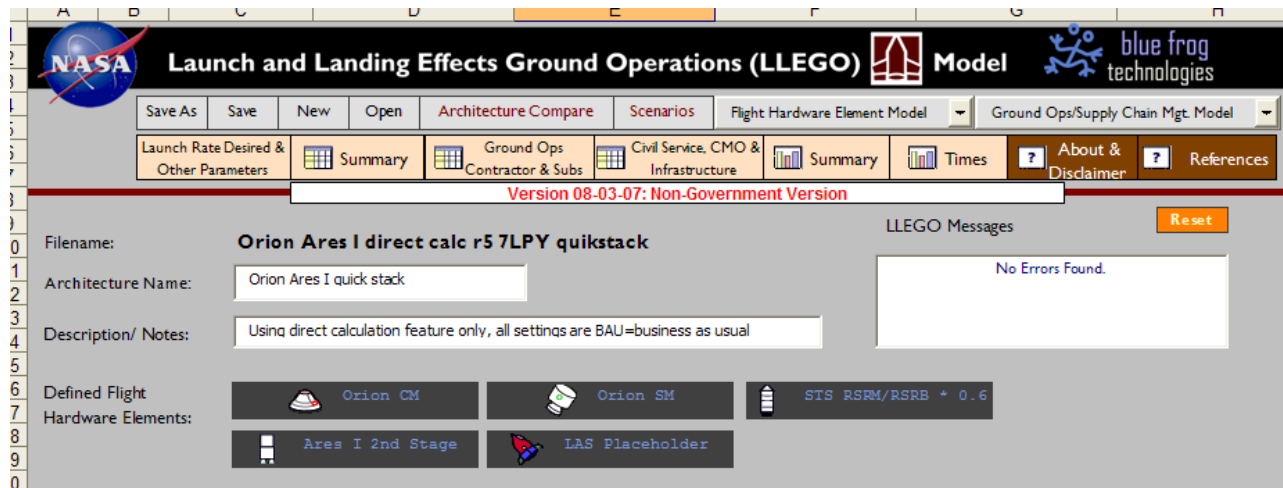
Workforce/Shift

Single FHE Labor and Duration Estimates

Baseline Touch Hours (per flow)	<input type="text" value="91,765"/>	<input type="text" value="32,393"/>
Baseline Touch Hours (Yr.) for Launch Rate Capability Desired	<input type="text" value="632,263"/>	<input type="text" value="223,189"/>
Parallel Crew Ops, No. of Flight Hardware Elements in Flow	<input type="text" value="3"/>	<input type="text" value="1"/>
Estimated Labor Effort (Hours)	<input type="text" value="800,914 (79%)"/>	<input type="text" value="250,286 (89%)"/>
Estimated Duration, Each Flow (Calendar Days)	<input type="text" value="125"/>	<input type="text" value="47"/>



Demo-Effect of Changes to Business as Usual



Add a set of practices



Demo-Effect of Changes to Business as Usual

LLEGO (FHE Definition)

General Inputs and Approaches to FHE Definition

FHE Name: Reusable?:

Type: Notes:

Approach to Operations and Supply Chain Management

Standalone

Integrated

Government

Approach to Complexity & Reliability, Flight Hardware Element Design

Standalone Hands-on Labor Hours:

Integrated Hands-on Labor Hours:

Resource Management Inputs

Work hours per week (Shifts per week):

Workforce/Shift:

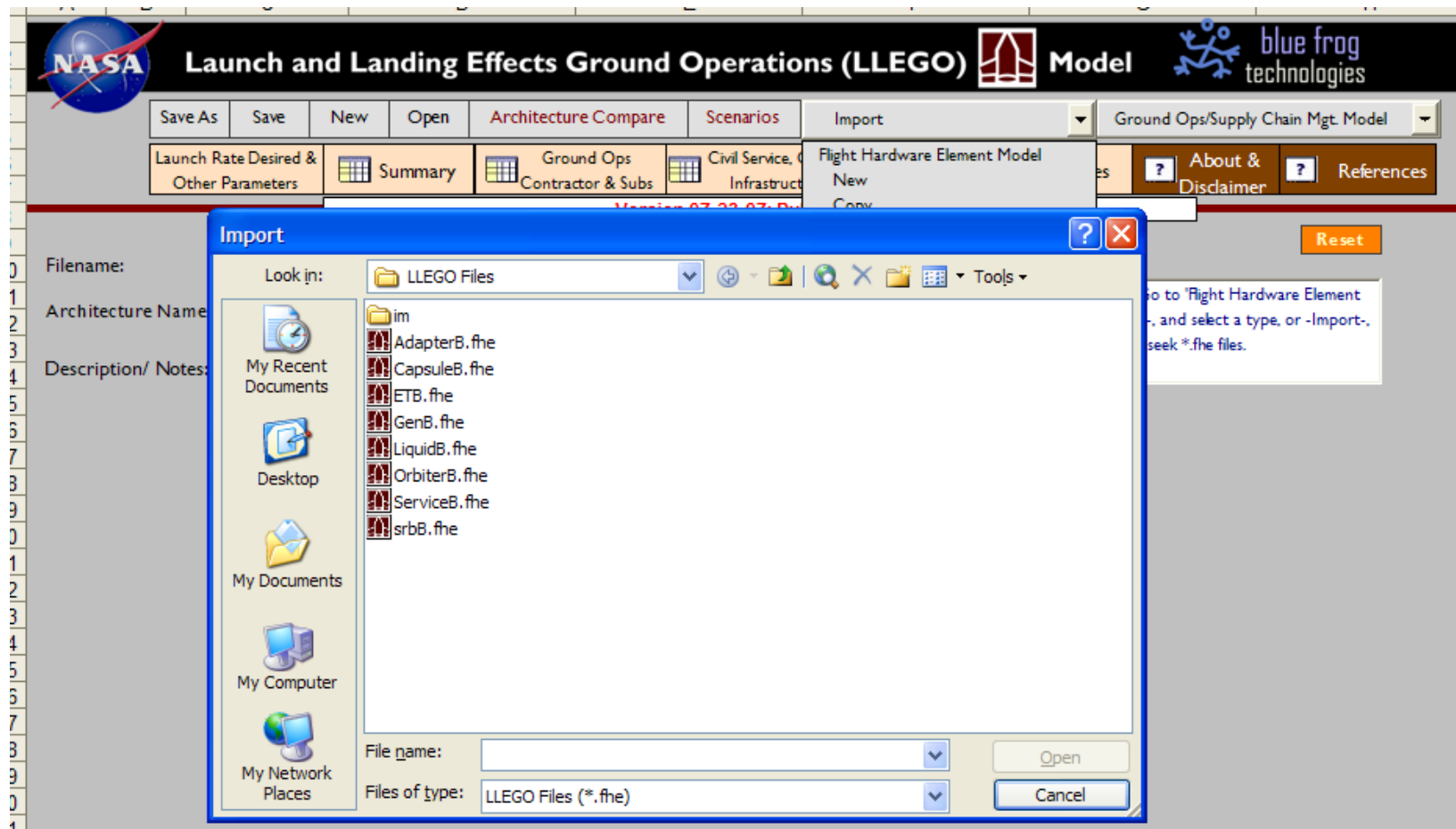
Single FHE Labor and Duration Estimates

	Standalone	Integrated
Baseline Touch Hours (per flow)	20,000	7,060
Baseline Touch Hours (Yr.) for Launch Rate Capability Desired	137,800	48,643
Parallel Crew Ops, No. of Flight Hardware Elements in Flow	3	1
Estimated Labor Effort (Hours)	150,171 (92%)	166,857 (29%)
Estimated Duration, Each Flow (Calendar Days)	146	15

A new set of process, practices or technology can be applied to either the standalone contractor, the integration contractor (GOE) or the government (CMO etc).



Demo-Importing a Baseline File including Sub-Systems Definition



The prior were all relatively simple, direct calculation modes, going to more complex modes, from sub-systems descriptive definition...Flight Hardware Element Model...Import, browse for C:drive, Blue Frog, LLEGO, LLEGO Files..."CapsuleB.fhe"...



Demo-More Sophisticated Sub-system Definition & Drivers being Chosen... Design for Ops...

LLEGO (Detailed Subsystems Definition)

Crewed Capsule

Apply/ Return to FHE Definition Page

- Avionics
 - Guidance, Comm. & Control
- Payload
 - Payload, Cargo and/or Equipment
- Propulsion
 - On-Orbit Propulsion-RCS 15 Aft 3 Fwd
- Protection

Add Copy Delete

Expand Tree Collapse Tree

M* = Missing information
T* = Not supported by FHE Type

On-Orbit Propulsion

Name: On-Orbit Propulsion-RCS 15 Aft 3 Fwd

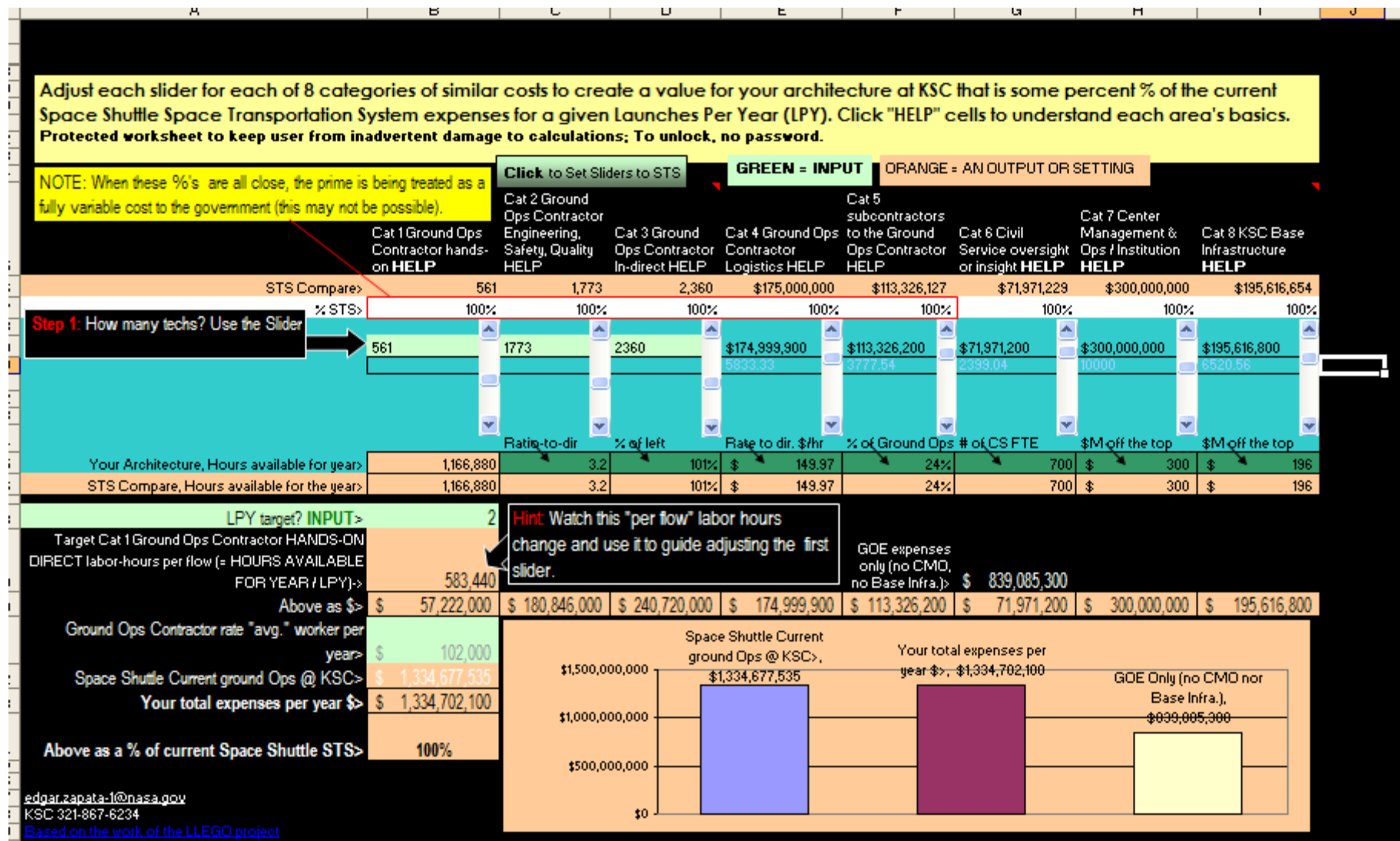
Type	?	RCS
Reliability	?	~0.999 (STS OMS / RCS ranges)
Connectors	?	(STS-like) Diverse aerospace fittings.
Thrust Vector Control / Actuation	?	Electric Actuated / Solenoids
Installation / Removal / Closeout Approach	?	STS-like
Number of	?	18
Vacuum-Thrust @ 100% in Klbm	?	160

Finish Keep Edits

Straight forward, traditional sub-system breakdown structure



Also Available for Distribution-Slider Tool



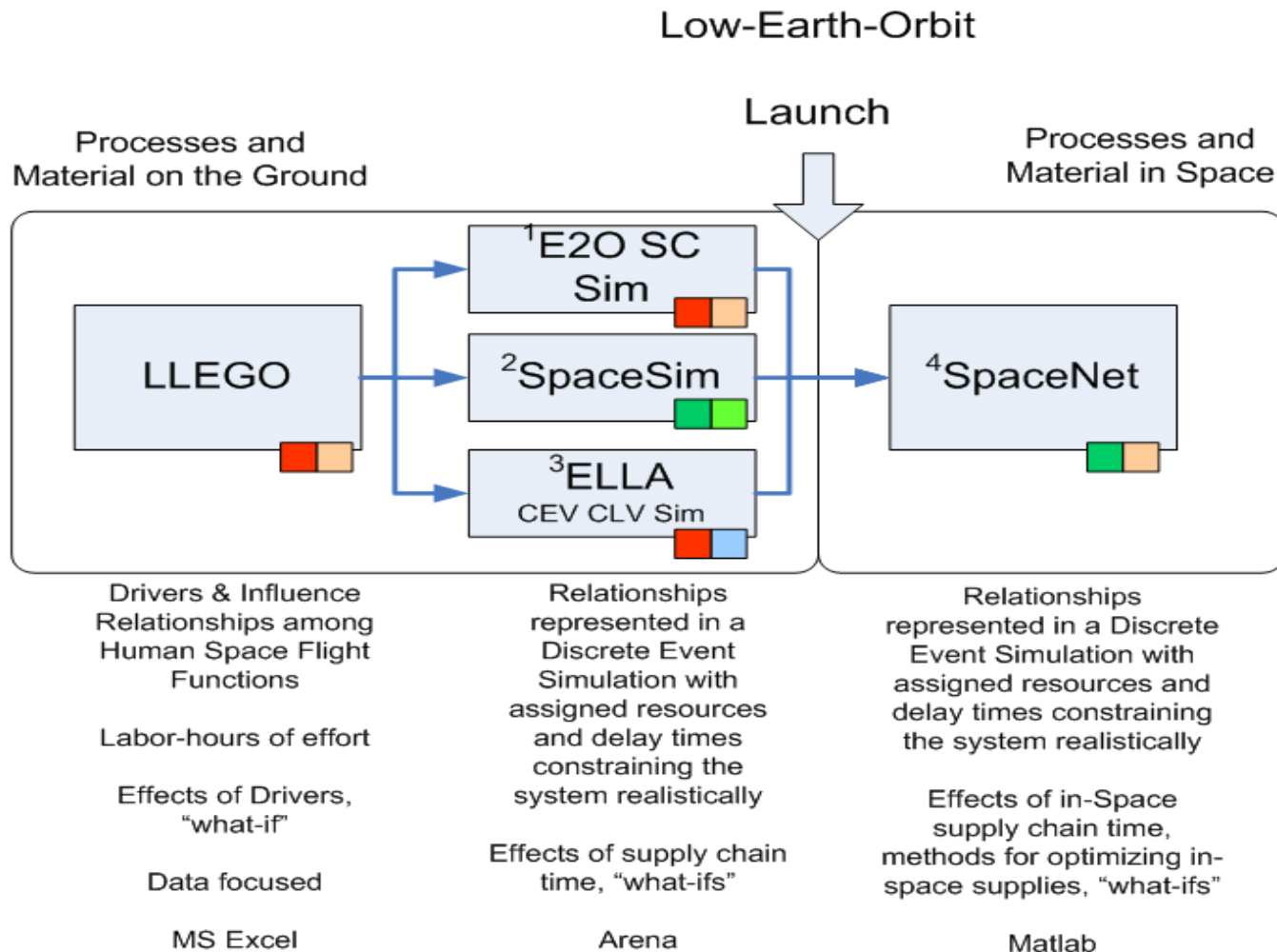


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Relation to Other Projects

Options, Recent Projects



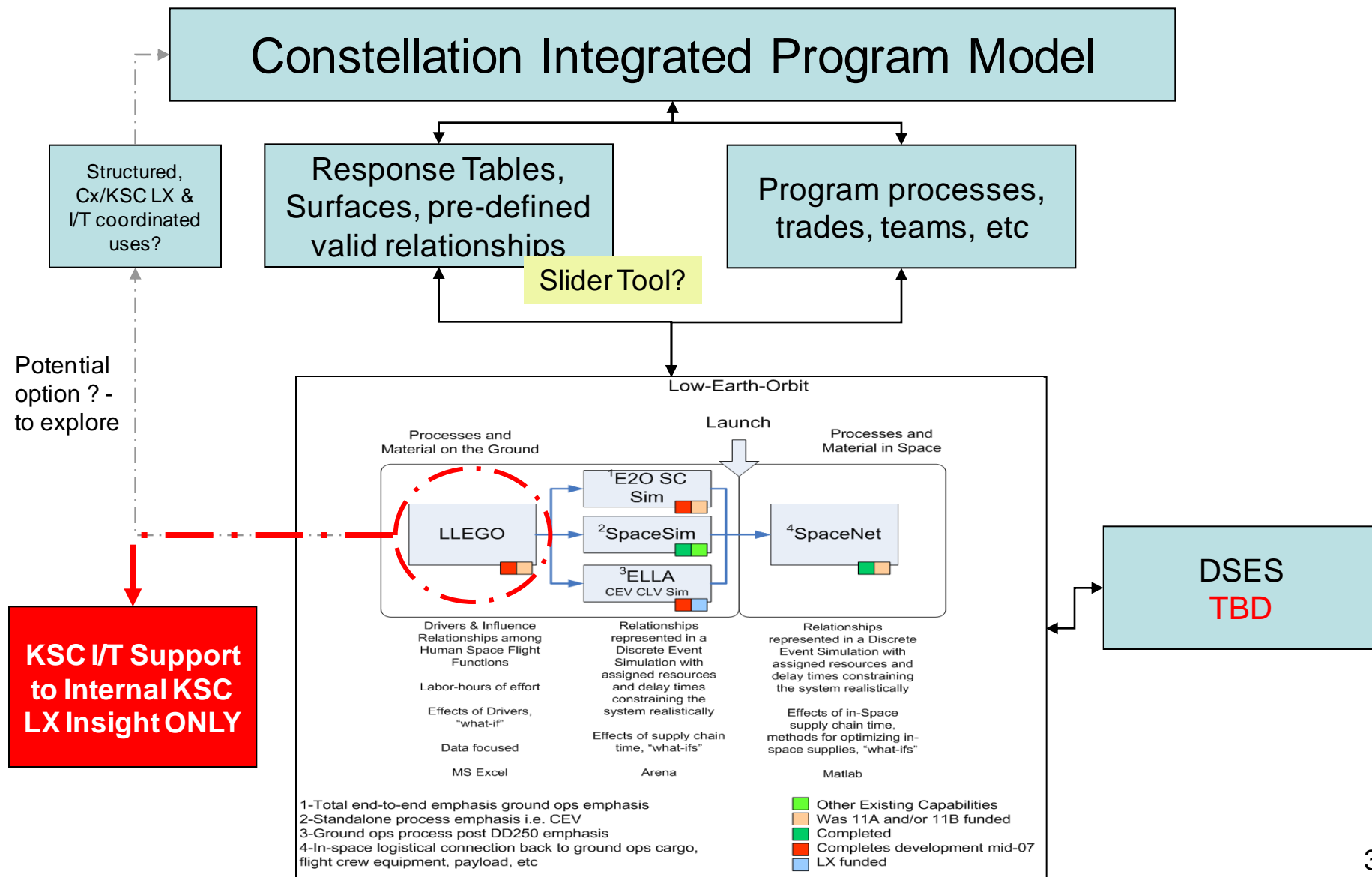
- 1-Total end-to-end emphasis ground ops emphasis
- 2-Standalone process emphasis i.e. CEV
- 3-Ground ops process post DD250 emphasis
- 4-In-space logistical connection back to ground ops cargo, flight crew equipment, payload, etc

- Other Existing Capabilities
- Was 11A and/or 11B funded
- Completed
- Completes development mid-07
- LX funded



Relation to Other Projects

Option, the Cx IPM





Closing

- ◆ **Distribution of LLEGO will likely be in 2 versions**
 - SBU Government Use Only
 - Non-Government, stripped of some trace data and comparative analyzers
 - [LLEGO configuration](#) info will be kept on the web to assist in keeping users synched
- ◆ **Analysis case definition, sensitivity studies and exploring scenarios is underway**
- ◆ **User manual wrapping up, additional help screens being added**
- ◆ **Here to support!**



Backup Provided Separately